

ADVENTURES IN THE NIGHT



Evil goblins and spellcasting orc shamans await you.
You can sharpen your blade. You can prepare your spells.
But can you survive the night?

A ONE-SHOT MINI ADVENTURE



ADVENTURES IN THE NIGHT



A boy called Måns is in desperate need of aid. An orc shaman and a band of goblins have attacked his family and kidnapped his sister.

Help Måns reclaim his home and save his sister! But beware—the night is dark and filled with monsters, and not everything is what it seems to be.

*You can sharpen your blade. You can prepare your spells.
But can you survive the night?*



MIDNIGHT
TOWER

www.midnight-tower.com

All content © Tove Lund Jorgensen and Erik Jorgensen 2020.

Disclaimer: This adventure is inspired by the author H.P. Lovecraft (1890-1937). His views, opinions, prejudices, or personal life do not reflect the opinions or views of the creators behind Midnight Tower. Midnight Tower supports diversity and inclusion in roleplaying games. Our adventures are meant to be played and enjoyed by anyone, regardless of race, ethnicity, gender, age, religion, disability, sexual orientation, or background.

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

EASTERN FARRAWAY

BASED ON THE ORIGINAL MAPS FROM AURORA GNAMTRIX'S
TRAVEL CHRONICLES: EXPLORING EASTERN FARRAWAY REGION



ADVENTURES IN THE NIGHT

A ONE-SHOT MINI ADVENTURE

BACKGROUND

The characters meet a boy called Måns (pronounced “Mons”) in the middle of the night. He is injured and desperately searches for brave adventurers who can help him.

A group of evil goblins led by a spellcasting orc shaman have recently attacked Måns’s family and driven them from their home. Måns needs help to get rid of the goblins to reclaim his home, avenge his family, and save his sister.

However, Måns is reluctant to share the whole truth. While he isn’t evil, he is in fact a werewolf, and his family is a pack of wolves.

THE QUEST BEGINS

The characters have met on the road and decided to travel together to Buckbridge, a small village a couple of days away. They follow an old road through the deep forest that is filled with lurking monsters and wild beasts. Travelling in a group is safer, especially since the Buckwild region is known for its high number of wolves, which sometimes can be heard howling at night.

Read the following description out loud:

Your feet are tired after a long day’s journey as you strike camp in a glade near a babbling brook. A ring of blackened stones around charred logs suggests that the glade has been used by many others before you. Some thoughtful traveller has left a pile of dry firewood underneath a thick spruce.

The forest offers plenty of game and opportunities for foraging. Characters who succeed on a DC 8 Wisdom (Survival) check can provide additional food for dinner: two fat rabbits, five mountain perches, and a bagful of dwarven penny bun mushrooms. There are also lots of blueberries and lingonberries.

A PLEA FOR HELP

The boy Måns arrives at the campsite after nightfall when the characters have finished dinner and the campfire is burning low.

Roll a DC 15 Wisdom (Perception) check. Characters who succeed hear a rustling noise from leaves in the forest. They also see a pair of eyes reflect the campfire moments before a boy, no more than twelve years old, stumbles into the glade. His black hair is unkempt; his face is streaked with dirt and blood.

The boy is called Måns. He is a male **werewolf** (CG), currently in his half-elven humanoid form. He wears a brown tunic, worn leather leggings, and hide armour that consists of various pieces of hides and furs stitched together. He also carries a short spear. Observant characters notice that Måns must have lost his shoes, as he is barefoot.

MÅNS’S BACKGROUND

Måns was raised by his elderly grandmother in a small cottage in the woods. She was an eccentric witch who worshipped the goddess Selûne. To protect Måns as he explored the forest, she gave him a *Witch Charm*. The talisman enabled Måns to befriend a pack of wolves.

However, one day a local hunter was infected with lycanthropy. He went to Måns’s grandmother for help, but before she could treat him, the hunter transformed into a werewolf. Måns was bitten by the werewolf, and his grandmother died defending him. Although his talisman could not stop Måns from turning into a werewolf, he didn’t become evil.

Because of his lycanthropy, Måns was reluctant to seek out people in Buckbridge. Wary of strangers and due to his secluded upbringing, he returned to the wolves in the forest, who adopted him into their family.

DRUID CIRCLE

One square = 5 feet

This is a top-down map of a Druid Circle, overlaid on a 20x20 grid. The title "DRUID CIRCLE" is centered at the top in a white box with a black border. The map features a circular arrangement of six stone statues, each with a small pile of bones. In the center of the circle are a large bonfire, a broken horn, and a broken bell. The map is surrounded by trees and a compass rose in the bottom right corner.

www.midnight-tower.com

THE MISSING SISTER

Måns draws a deep breath and explains that a band of evil goblins, led by a female orc shaman called Yzork, have attacked his family and driven them from their home.

The boy pauses and adds that his mother was killed in the fight, and his father is grievously hurt.

“They took my sister, Luna, and I don’t know what they will do to her.” The boy’s voice nearly breaks. “Please, help me save her – and avenge my family!”

Måns answers all questions as truthfully as he can. However, he is aware of the bad reputation of wolves and werewolves, so he claims that he and his family are half-elves.

THE FOREST IS DARK AND FILLED WITH MONSTERS

Måns guides them through the night. Although the forest is thick and the half-moon provides only weak light, he follows the goblins’ tracks with ease.

If a character studies Måns closely, have them make a DC 15 Wisdom (Nature) or (Survival) check. Upon success, they realise that Måns is extremely good at tracking and that he sometimes sniffs at the air while he searches the ground.

THE DRUID CIRCLE

After half an hour, the characters arrive at a circle of withering statues in white stone overgrown with moss and crumbling with age. All is quiet except for an owl that hoots nearby.

The statues portray humans, elves, and fey creatures dressed in flowing robes. One of the statues has fallen over and shattered into three pieces, its head staring blindly at the sky. In the faint moonlight, the rest of the broken statues seem to gaze down at their fallen friend in sorrow.

The area used to be a druid circle and an important meeting site for the fey and people in Buckwild. Once upon a time, there was a portal to Feywild not far from here in the woods of Longleaf Grove. Fey creatures and those who lived in Buckwild travelled freely between the

two realms before the portal was closed due to increased tensions that risked turning into a war.

AN UNPLEASANT EIGHT-LEGGED SURPRISE!

Suddenly, Måns stops and raises a warning hand. The next moment, a giant wolf spider assaults the party.

A large, hissing bundle of hairy legs and venom-dripping mandibles leaps into your midst. You’re under attack!

THE GOBLIN CAVE

After dealing with the spider, the characters continue deeper into the woods. Suddenly, they see the flickering light of a campfire further away.

“I can’t go any further,” Måns says reluctantly. “The shaman has built a magical effigy that prevents me from coming closer. If you can, burn it down and save my sister! They keep her in a cage inside the cave.”
He adds grimly, “I’ll wait here. If any goblins try to escape, I’ll deal with them.”

Two **goblins** are guarding the entrance to the cave while playing Tic-Tac-Toe in the dirt. Occasionally, someone inside the cave barks, “Are you really keeping guard out there?” in Goblin, which prompts the guards to scout around dutifully for one round and then resume their game and insults.

INSIDE THE CAVE

Yzork, a female orc shaman, sits on a hefty throne in front of a large effigy of sticks and twigs made to resemble the orc god Gruumsh. She wears a tattered dress and several necklaces with animal teeth.

Yzork uses the statistics of an **orc** with the following adjustments:

- She fights with a quarterstaff and deals 1d6 + 2 bludgeoning damage.

GOBLIN CAVE



The cave that the goblins have taken over.

- She is a 1st-level spellcaster, and her spellcasting ability is Wisdom (spell save DC 11, +2 to hit with spell attacks).

She has the following spells prepared:

- Cantrips (at will): *chill touch*, *shocking grasp*, *shillelagh*, *poison spray*
- 1st Level (2 slots): *mage armour*, *burning hands*

Yzork is joined by two **goblins**, who celebrate their newfound lair by guzzling stolen mead and gleefully poking their spears through the bars of a cage at the far end of the cave. The characters can hear sounds of distress and yelps of pain from the cage.

Any strange noise from outside, or a lack of reply from the guards, will make Yzork order the two goblins to go and check for signs of trouble.

The orc shaman fights to the death, but any goblin that loses more than 5 HP cowardly tries to flee.

BURNING THE EFFIGY

Setting the effigy on fire takes one round. After another round, it is fully ablaze. This causes the orc to lose her spellcasting ability and her active spells to stop working.

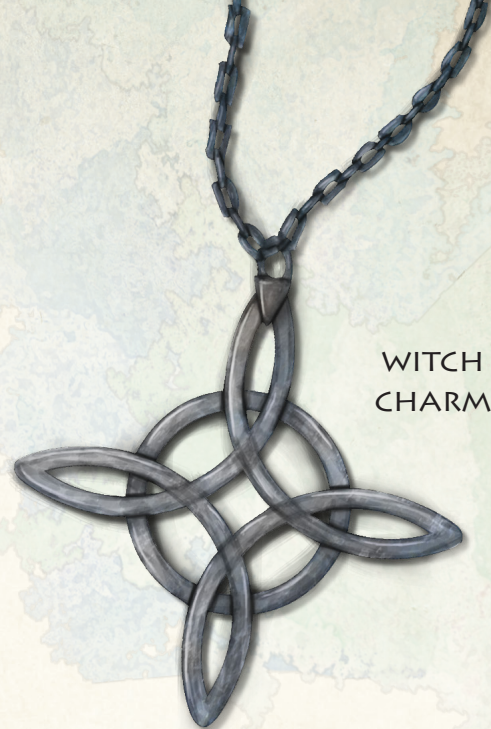
A SURPRISING REVEAL

If the characters inspect the cage after the fight, they find a barely conscious female wolf with grey, scruffy fur. She has numerous bleeding cuts, but she is alive. Måns dashes into the cave and releases her.

“Thank you for helping me!” Måns says and pats the large wolf next to him. “My sister would be dead by now if it weren’t for you.”

The boy removes a simple necklace with a medallion that he wears under his clothes.

“Here, take this.” Måns hands the medallion to the characters. “My grandmother gave it to me before she died. It’s a talisman she made to protect me in the forest.”



WITCH
CHARM

The necklace is a *Witch Charm*, a magical wondrous item that provides its wearer with a +1 bonus on Strength, Dexterity, and Constitution saving throws. It also enables the wearer to cast *animal friendship* as a first-level spell once per day.

TREASURE

A filthy sack under the throne contains 4 gp, 13 sp, and 19 cp. There is also an engraved silver comb (worth 2 gp) and a barrel of mead.

AFTERMATH

The characters receive a group award of 300 XP for accomplishing the quest, plus additional XP for defeating monsters. Alternatively, the DM can use this as a minor milestone award and the characters gain half a level.

TO BE CONTINUED...

Later that night, when the characters have returned to their camp, they hear distant howling as the wolves pay tribute to their fallen comrade.

The following autumn morning is sunny, and the characters continue their journey.

THE END

The adventures continue in
Call of the Wild, part 1 of the
Hunter's Full Moon trilogy.

FOLLOW THE MIDNIGHT TOWER



Get **FREE** character backgrounds, unique maps, new subclasses, intriguing NPCs, and exciting one-shot adventures straight to your inbox!



midnighttowerpg



@Midnight_Tower



@midnighttoweroxford



www.midnight-tower.com

MORE ADVENTURES AWAIT IN CALL OF THE WILD



A trilogy of adventures for characters of level 1 to 3.
See all adventures at midnight-tower.com

www.midnight-tower.com

ACKNOWLEDGEMENTS

THANK YOU!

We hoped you enjoyed this adventure! If you'd like to support us, please leave a review on the website where you found this adventure.

PRODUCTION

Midnight Tower ©

TEXT

Tove Lund Jorgensen
Erik Jorgensen

ART

Tove Lund Jorgensen

DESIGN

Erik Jorgensen

MAPS

Tove Lund Jorgensen
LeslieAnn Khoury (Lizard Ink Maps),
<https://www.lizardinkmaps.com>

PROOFREADING

Pauline Nolet, www.paulinenolet.com

ART & PHOTO CREDITS

COVER: OWL

Tove Lund Jorgensen (design)
Ricardo Reitmeyer (123rf.com)

PAGE 1: MEDALLION

Tove Lund Jorgensen (original artwork)

PAGE 4: THE DRUID CIRCLE

Tove Lund Jorgensen (original artwork)

PAGE 6: THE GOBLIN CAVE

Tove Lund Jorgensen (original artwork)

PAGE 7: MEDALLION

Tove Lund Jorgensen (original artwork)

ADDITIONAL DOWNLOADS

Maps, VTT tokens, and handouts for the adventure can be downloaded here: <http://midnight-tower.com/additional-downloads-aitn/>

OPEN GAME LICENCE

Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.12 or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License. 3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity. 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENCE

